



European Health and Safety
Management Forum
Berlin - 28 Sep 2017

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**Technical
University Delft**



**Gamification,
Play & Behaviour**

**Interaction
design**

**Chief Design &
Learning @ Warp
Industries**

Thijs de Vries

Warp





**‘AMC research concluded
an increase of 30% in
remembering procedures’**

You are standing next to the victim. What are you going to do?

Secure surroundings

Perform CPR

Call 911



Accidents causes



**...HSE is training of
personnel in accident
prevention, accident
response & emergency
preparedness...**

Fight, Flight or Freeze



Doesn't feel real



Doesn't feel real

Dangerous



Doesn't feel real

Dangerous

**Operational
disturbance**

**Planning
nightmare**

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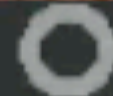
It feels real

richting
achterste
vrachtruim
lopen





FEEDBACK



Je bent op de goede weg... Je hebt twee en een halve ster gehaald. Probeer het nog een keer en verbeter je score! Bekijk hiervoor ook de tips!

Terug naar menu

Tips Tonen

It feels real

Safe to play



It feels real

Safe to play

**Mobile &
flexible**

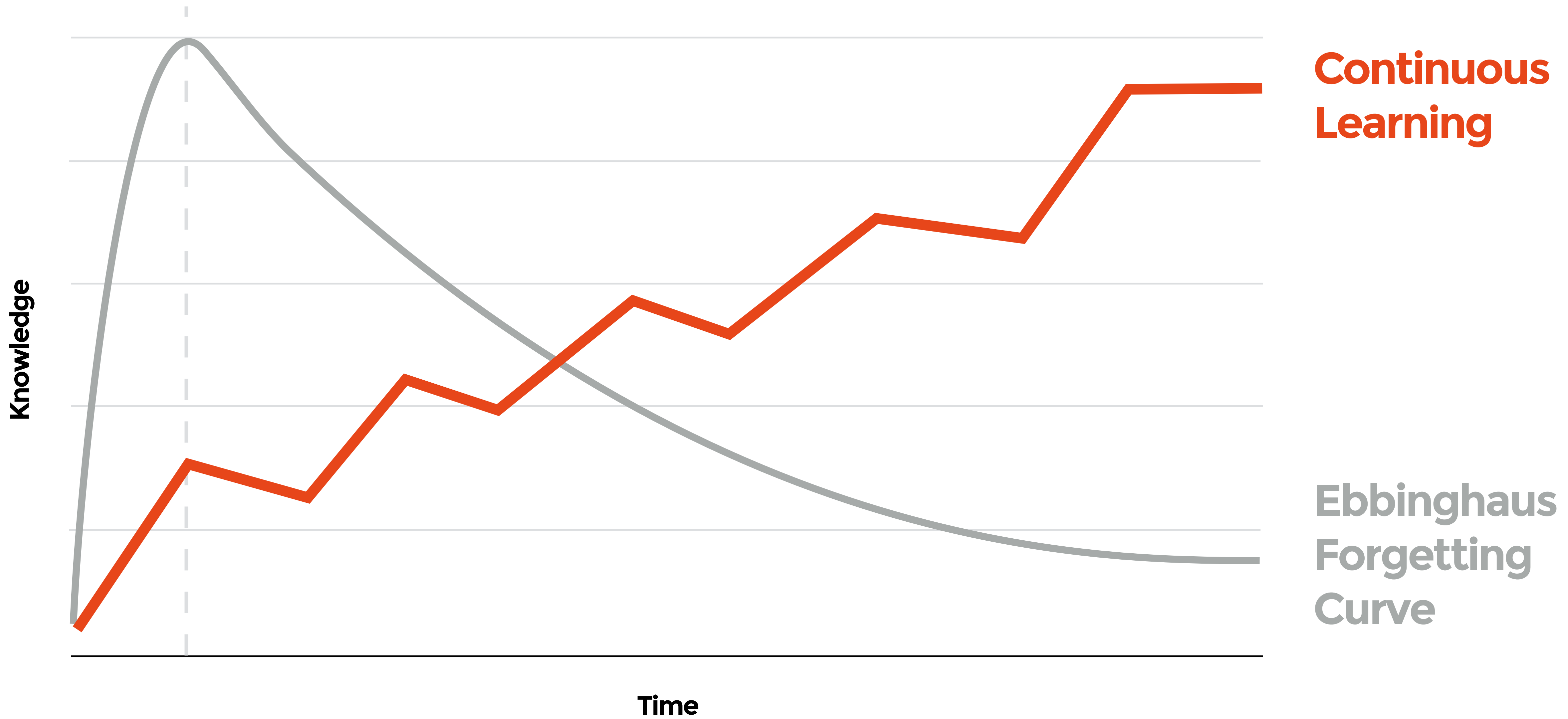
Scalable

Cost efficient



**Virtual Reality is
NOT a replacement**

Initial training



Continuous Learning

Ebbinghaus Forgetting Curve



BRANDWEER

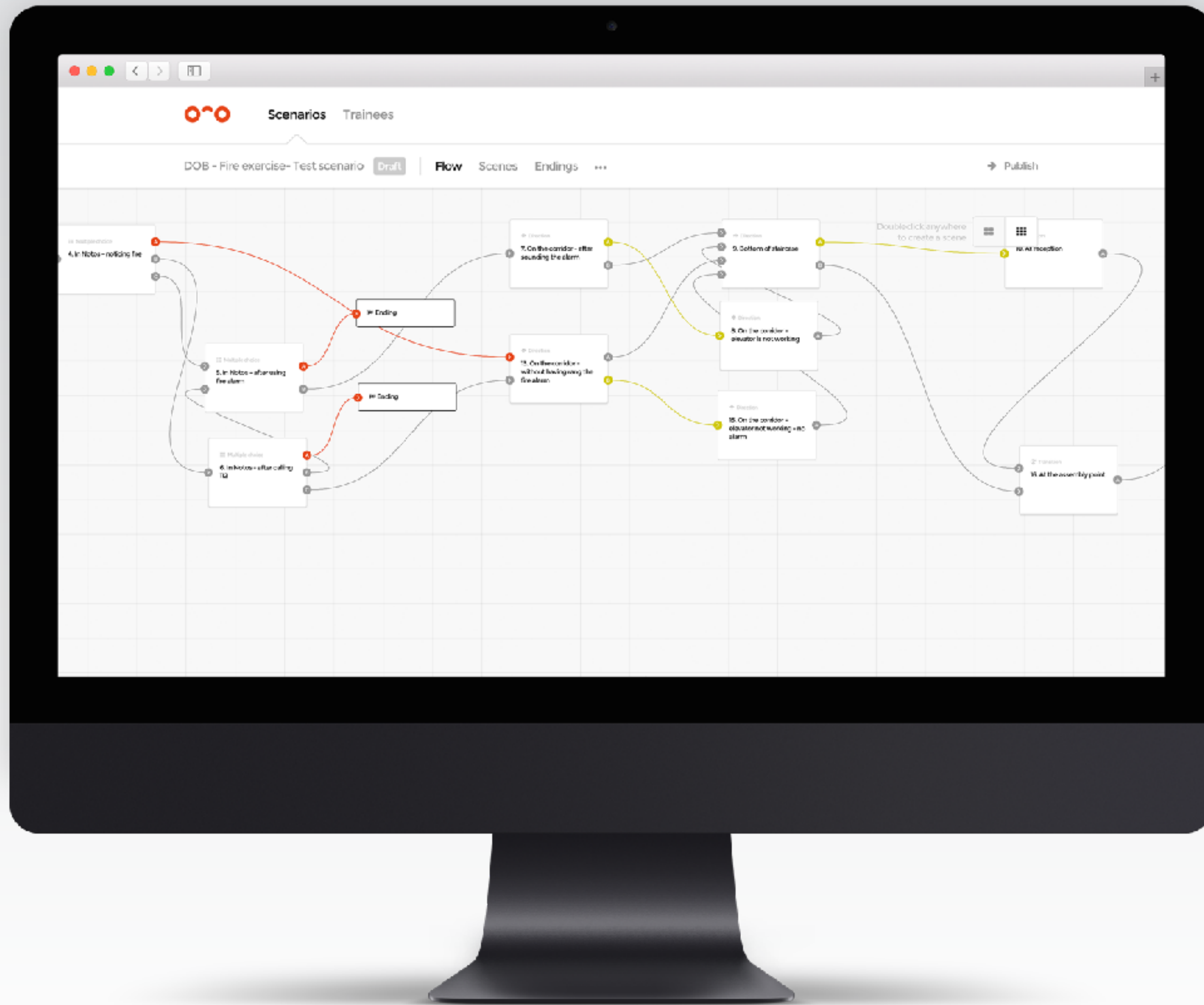


It feels real
Safe to play
Mobile &
flexible
Scalable
Cost efficient

**Like these
advantages?**

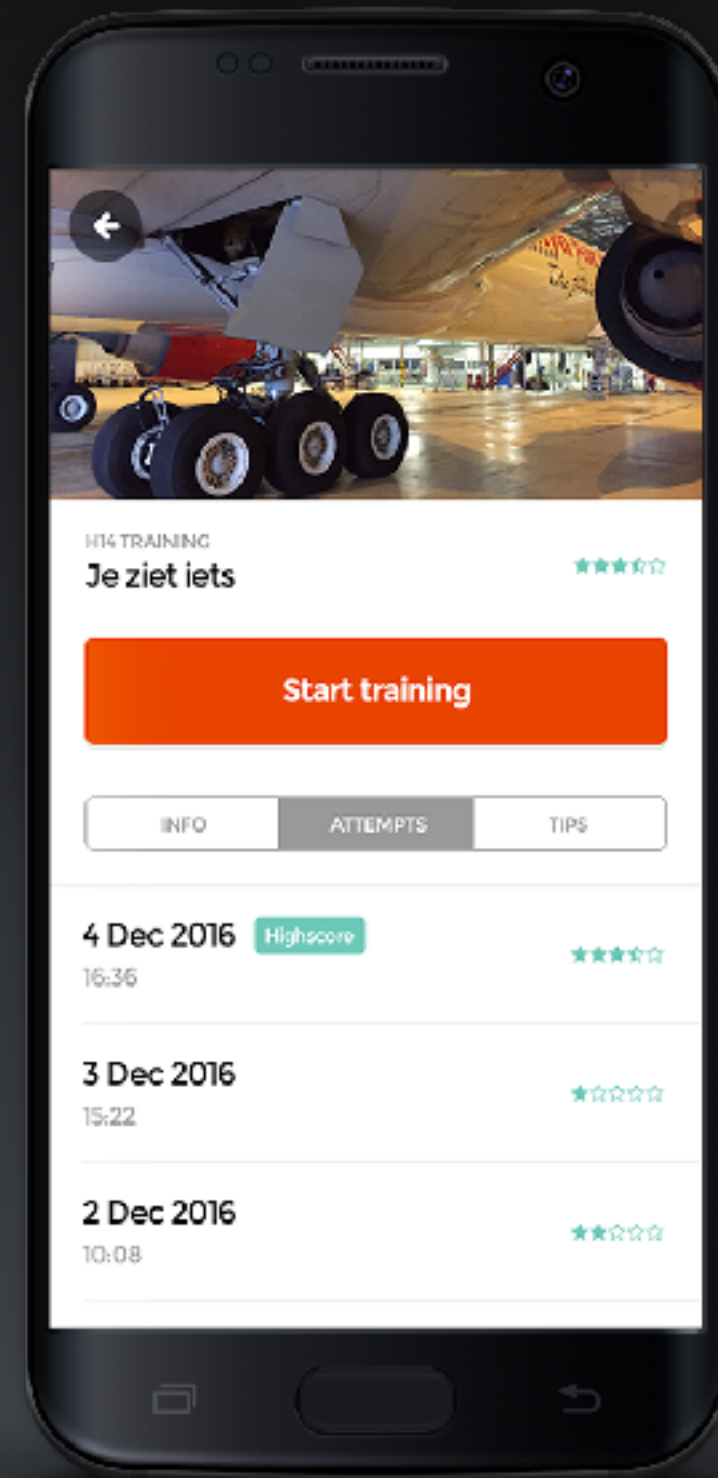
We have one more.

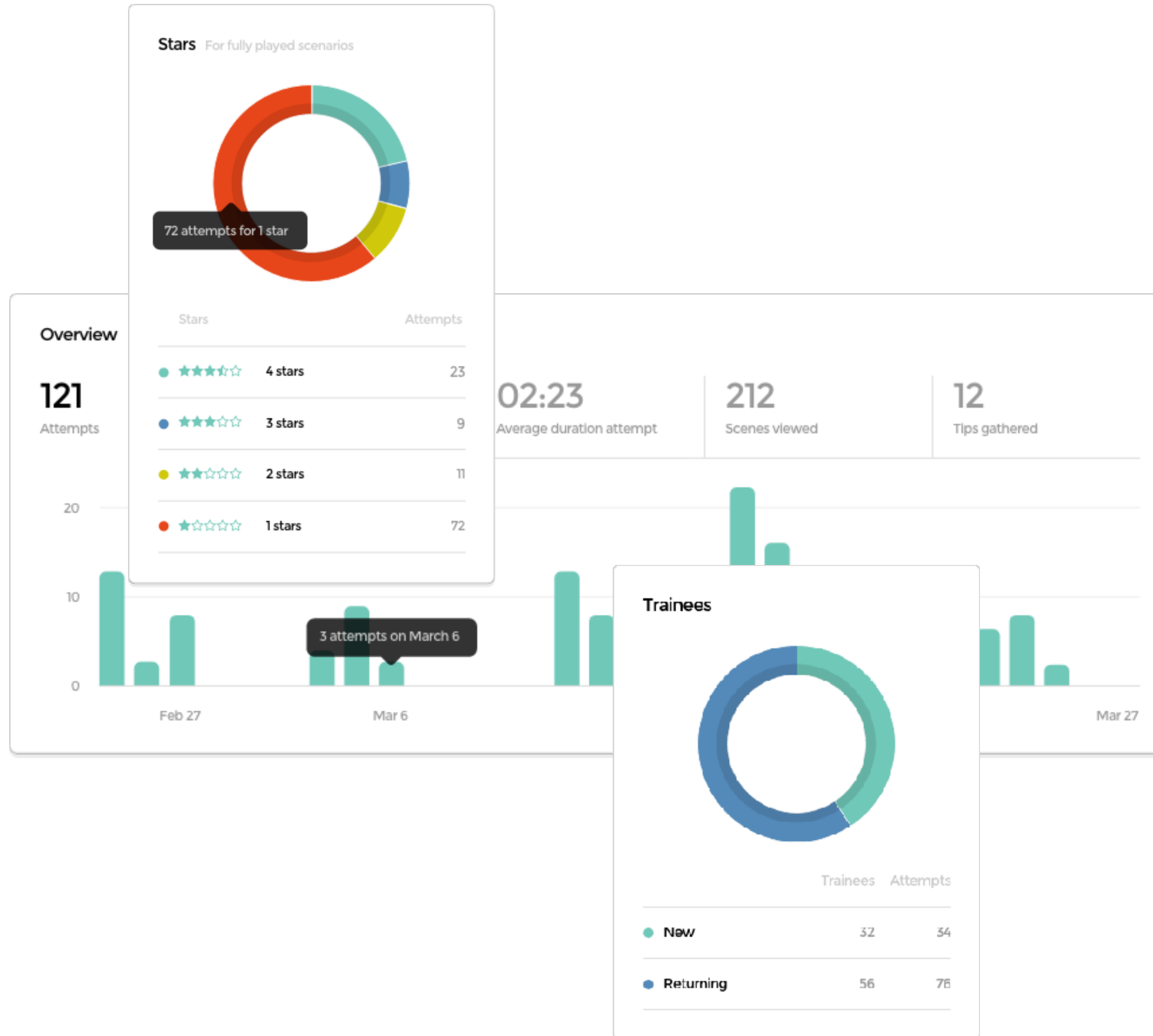
Super short time to market



Warp VR Learning Center

Warp VR app





In-depth analytics

<http://warp.industries>

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